

Section 1

Game Operation & Test Information

- ***JOUST 2* ROM Summary**
- **Game Play**
- **Game Status Displays**
- **Game Adjustment Procedure**

JOUST 2 ROM Summary

IC	DESCRIPTION	TYPE	IDENTIFIER	BOARD	PART NUMBER
To be Supplied					

NOTICE

To order a replacement ROM from your authorized WILLIAMS ELECTRONICS GAMES distributor, specify: (1) part number (if available); (2) ROM label color; (3) ROM level (number) on the label; (4) which game the ROM is used in.

JOUST 2 GAME CONTROL LOCATIONS

The On-Off switch is on the rear of the cabinet in the upper left corner.

The Joystick for each player is on the game control panel. The Joystick moves the Gladiator on his mount to the left or to the right.

The Flap Button for each player is on the game control panel. The Flap Button causes the Gladiator's mount to fly; the more the player presses the button the higher the flight. When used with the Joystick, the mount can soar or hover anywhere on the screen.

The Start/Transform Button for each player is on the game control panel. The *Start* function of this control switch is to begin or continue a game. The *Transform* function enables the player to switch from a bird mount (Ostrich for Player 1; Stork for Player 2) into a winged horse (Pegasus). This transformation is advantageous for the player's strategy, because Pegasus is more effective on the ground, but can fly, while the bird mount flies faster and easier.

The Volume Control is on the left interior wall of the cabinet. It is accessible by opening the coin box door.

GAME ADJUSTMENT/DIAGNOSTIC SWITCHES. *JOUST 2* allows the operator to program virtually all game adjustments, obtain bookkeeping information, and diagnose problems, using only three switches mounted on the inside of the coin door.

ADVANCE, AUTO-UP/MANUAL-DOWN, and HIGH-SCORE RESET are the switches located on the inside of the coin door. Refer to the Game Status Displays text and the Text/Diagnostic Procedures for details concerning their operation.

GAME OPERATION

WARNING

After assembly and installation at its site location, this game must be plugged into a properly grounded outlet to prevent shock hazard, and to assure proper game operation. DO NOT use a 'cheater' plug to defeat the ground pin on the line cord. DO NOT cut off the ground pin.

POWERING UP. With the coin door closed, plug the game in, and switch it ON, using the On-Off switch. In normal operation, the general illumination lamps come on, and, as the monitor warms up, the screen begins displaying a moving "multicolored rug" pattern, indicating the occurrence of the RAM test. Next, the "multicolored rug" pattern becomes stationary, during the ROM test. Successful completion of these tests enables the appearance of the "INITIAL CHECKS INDICATE ALL SYSTEMS GO" message, followed by the game's Attract Mode. (If a message concerning RAM or ROM test failures appears on the screen, refer to 'Power-Up Tests' portion of the TROUBLESHOOTING PROCEDURES.)

ATTRACT MODE*. A screen displaying the names of the "Daily Heroes" and "Legendary Heroes" appears, followed by the screens naming the 'game makers' (audio, video, and programming personnel). Next, the flashing "JOUST 2" screens appear, followed by a series of game play instruction screens.

These displays appear repeatedly, accompanied by sounds, speech, and music, until a player initiates game play by inserting a coin or, when credits are available, pressing the Start (Player 1 Transform) button.

CREDIT POSTING. Insert coin(s). A sound is heard for each coin, and the Credits display (below the playing area on the screen) shows the number of credits purchased. So long as the number of maximum allowable credits* are *NOT* exceeded by coin purchase or high score, credits are posted correctly. However, after this maximum credits value is reached, posting of additional credits won (not purchased) by the player does *not* occur. ONLY posting of *purchased* credits occurs beyond the maximum credits value.

STARTING A GAME. Press the Start button once. A startup sound plays, and the amount shown in the Credit display decreases by one. A second player may enter the game by pressing the Start button for Player 2, if sufficient credits are available.

TILT. Actuating the Slam Tilt switch on the coin door inside the cabinet ends the current game; *JOUST 2* then proceeds to the Game Over Mode.

END OF GAME. When signalled by the "THY GAME IS OVER" message, all earned scores and bonuses are awarded for the active player. (Upon completion of the second player's turn, similar scoring and bonus awards occur.)

GAME OVER MODE. If a player's final score exceeds the specified value, the player receives an opportunity to enter his/her initials on the "Heroes" screen. Select the letters using the Joystick: Push right to move forward through the alphabet; push left to move backward. Press the FLAP button to 'lock' the letter.

A random digit set* appears in the MATCH display. Credit* may be awarded, when the last two digits of any player's score display match the random digits of the MATCH display. Match, high score, and game over sounds are made, as appropriate. The game proceeds to the Attract Mode.

* - operator-adjustable feature

JOUST 2 GAME PLAY

On the planet of the floating cliffs, society calls upon its wing-mounted Gladiators to solve conflicts. You, the Gladiator, must enter the fray, participating in a challenge of honor, a JOUST. . . where only the fittest survive!

The legend of JOUST continues in JOUST 2. Players must solve the puzzle of what strategy will be most effective in dealing with the buzzards and other winged enemies on each of JOUST 2's thirty-five different backgrounds.

The object of JOUST 2 is to defeat all winged enemies by colliding with them. To survive a collision (Joust), the Gladiator's lance must be higher.

Defeating a Buzzard Enemy in a Joust causes release of an Egg. Eggs may be caught in the air or collected on landing areas for bonus points. Be Careful! Eggs falling into the Lava form into aggressive mutants, while uncollected Eggs hatch into dangerous warriors.

Danger lurks everywhere! Giant Statues come to life; Bats fall out of crystals embedded in the rocks; Lava Trolls and Water Monsters eat unsuspecting bird-mounts; Lightning fills the air; and "Unbeatable?" Pterodactyls patrol the skies. A gigantic Knight presides on several waves. You, the Gladiator, must destroy him! (Hitting all four of his red pins explodes the Knight and all his servants.

GOLD EGG FEATURE: A Gold Egg may randomly appear on any wave. Collecting the Gold Egg before it hatches opens a window of awards in the background. To collect an award, step on the red button above the window before a timer expires. Both players reap the benefits of the posted award, which may include bonuses of 1,000 to 10,000 points, 'super zapping' all enemies on the screen, or even receiving an extra life.

Prepare thyself for War!

BUY-IN: JOUST 2 is designed for action entertainment for one or two simultaneous players. Players who have started the game may continue where they left off by using the BUY-IN feature. When a player has used all of his lives, he will hear: "WISH TO CONTINUE?" A 10-second timer appears in the player's score area to allow the game to continue by using a Credit, or inserting a coin, before the player presses the START button.

LEVEL SELECTION: At the beginning of a game, the player selects, via the FLAP button, one of six different waves, corresponding to the player's skill level. Then, pressing the START button begins the game. If the player wins the starting wave, he receives an award of points, approximating the scoring from preceding waves.

JOUST 2 GAME STATUS DISPLAYS

JOUST 2 uses the crt screen to display information concerning the game's bookkeeping and game play feature adjustment. To obtain the Bookkeeping Data display, reach the Game Over Mode, open the coin door, and press the ADVANCE button located on the cashbox cover. A screen display like that shown in Figure 1 should appear, showing the bookkeeping and game play evaluation data.

NOTE

If the screen display shows the ROM test, continue to press the ADVANCE button, which steps the game program through tests for ROMs, RAMs, CMOS RAM, sounds, switches, monitor alignment, Color RAMs, and color bars. The next display provides the bookkeeping and evaluation data.

BOOKKEEPING AND GAME PLAY EVALUATION DATA

Record the pertinent data shown on the screen display. Upon completion of the records, if you desire to clear (erase) the data of the previous operating period, so that new data can be recorded, perform the following procedure. Otherwise, the new data will be included with the data from the previous period.

BOOKKEEPING TOTALS	
LEFT SLOT COINS	167
CENTER SLOT COINS	0
RIGHT SLOT COINS	426
PAID CREDITS	593
FREE MEN	221
TOTAL TIME IN MINUTES	1038
TOTAL MEN PLAYED	2000
TOTAL BUY-INS	200
TOTAL SINGLE PLAYER	101
TOTAL DUAL PLAYER	492
TOTAL CREDITS PLAYED	793
AVERAGE TIME PER CREDIT	1:45

Figure 1. Typical Bookkeeping and Game Play Evaluation Data Screen Display

CLEARING BOOKKEEPING AND GAME PLAY EVALUATION DATA TOTALS

1. Press ADVANCE button once to change screen display to Game Adjustments screen display, as shown in Figure 2.
2. Operate Player 1 Joystick to position cursor at CLEAR BOOKKEEPING TOTALS line.
3. Move Player 2 Joystick until YES replaces the NO entry.
4. Press ADVANCE button once, and observe that a screen display with the message BOOKKEEPING TOTALS CLEARED appears.

JOUST 2 GAME STATUS DISPLAYS (Continued)

GAME ADJUSTMENTS

To obtain this display, reach the Game Over Mode, open the coin door, and press the ADVANCE button located on the cashbox cover once. A screen display like that shown in Figure 1 should appear, showing the bookkeeping and game play evaluation data. Press the ADVANCE button once more *briefly*, and the screen display like that shown in Figure 2 should appear.

GAME ADJUSTMENTS	
EXTRA MAN EVERY	25,000
MEN FOR 1 CREDIT GAME	5
HIGH SCORE TO DATE ALLOWED	YES
SOUND IN ATTRACT MODE ALLOWED	YES
PRICE SELECTION	3
LEFT SLOT UNITS	1
CENTER SLOT UNITS	4
RIGHT SLOT UNITS	1
UNITS REQUIRED FOR CREDIT	1
UNITS REQUIRED FOR BONUS CREDIT	0
MINIMUM UNITS FOR ANY CREDIT	0
DIFFICULTY OF PLAY	5
LETTERS FOR HIGHEST SCORE	3
RESTORE FACTORY SETTINGS	NO
CLEAR BOOKKEEPING TOTALS	NO
HIGH SCORE TABLE RESET	NO
AUTO CYCLE	NO
SET ATTRACT MODE MESSAGE	NO
SET HIGHEST SCORE NAME	NO
USE 'PLAYER 1 MOVE' TO SELECT ADJUSTMENT	
USE 'PLAYER 2 MOVE' TO CHANGE VALUE	
PRESS ADVANCE TO EXIT	

Figure 2. Typical Game Adjustments Screen Display

JOUST 2 GAME STATUS DISPLAYS (Continued)

GAME ADJUSTMENTS (Continued)

Select the Game Adjustment you wish to change, by moving the Player 1 Joystick (push right to move arrow down; push left to move arrow up). Then push the Player 2 Joystick to change the setting value (push right to increase the value; push left to decrease the value). After the desired setting value(s) is(are) visible on the screen display, press the ADVANCE button to move the new setting(s) into the game program. The following paragraphs provide some details about the Game Adjustments.

EXTRA MAN EVERY...

This adjustment sets the number of points required for a player to earn an extra man. The number can be set from 0 - 99,000. The Factory Setting is 25,000. *Note that this adjustment is shown during the series of screen displays that identify this game as JOUST 2.*

MEN FOR 1 CREDIT GAME

This adjustment specifies the number of turns (men) for each player during a 1-credit game. The range of this adjustment is from 1 to 99. The Factory Setting is 5.

HIGH SCORE TO DATE ALLOWED

This adjustment determines whether the game program allows display of the highest score achieved. The choices are No and Yes. The Factory Setting is YES.

SOUND IN ATTRACT MODE ALLOWED

This adjustment allows the operator to choose whether the *Attract Mode* includes the sounds available from the game program. The choices are No and Yes. The Factory Setting is YES.

PRICE SELECTION

The operator can select one of nine "standard" Game Pricing options (9 being "Free Play"). As a further option, the operator can "customize" a game price by choosing 0 from among the "standard" options, and then entering the desired settings for (A) Left Slot Units; (B) Center Slot Units (not applicable in the USA); (C) Right Slot Units; (D) Units Required for Credit; (E) Units Required for Bonus Credit; (F) Minimum Units for any Credit.

DIFFICULTY OF PLAY

This adjustment allows the operator to choose the degree of game play difficulty. The difficulty control ties in with the points required for earning an extra man. The range of this adjustment is 0 (easiest) to 9 (hardest). The Factory Setting is 5.

LETTERS FOR HIGHEST SCORE

This adjustment selects the number of letters allowed as the highest scoring player's identity. The range of this adjustment is 3 to 20 letters. The Factory Setting is 3.

If objectionable words are entered as the identity, the operator can change the lettered entry, leaving the highest score still visible. Refer to the entry for *Set Highest Score Name*.

RESTORE FACTORY SETTINGS

This adjustment enables the operator to restore the Factory Setting values for all Game Adjustments, with one quick setting. The choices are No and Yes. The Factory Setting is NO. (Pressing ADVANCE once for this adjustment causes a screen display to appear, showing the message "FACTORY SETTINGS RESTORED". Pressing ADVANCE once more exits the adjustment procedure at this point.)

CLEAR BOOKKEEPING TOTALS

This adjustment allows the operator to clear (reset to zero) all bookkeeping screen entries, so that the game program begins gathering data from zero, rather than adding to current totals. The choices are No and Yes. The Factory Setting is NO.

JOYST 2 GAME STATUS DISPLAYS (Continued)

HIGH SCORE TABLE RESET

This adjustment allows the operator to reset the High Score table (screen display showing the "Legendary Heroes"). The choices are No and Yes. The Factory Setting is NO.

AUTO CYCLE

This adjustment allows the operator to test the game via a test routine repeatedly endlessly. The choices are No and Yes. The Factory Setting is No.

SET ATTRACT MODE MESSAGE

This adjustment allows the operator to enter a two-line message, which will appear during the Attract Mode, similar to "Extra Man Every..." message. The choices are No and Yes. The Factory Setting is No.

To enter a message, select the YES option, press ADVANCE, and then use the Joystick to enter the desired message, following the instructions on the screen. Press ADVANCE, when the message is satisfactory, to send the message to the game program for display.

SET HIGHEST SCORE NAME

This adjustment allows the operator change change the "name" identity of the player making the Highest Score to Date. The choices are No and Yes. The Factory Setting is No.

To change the name, select the YES option, press ADVANCE, and then use the Joystick to enter the new "name". Press ADVANCE to send the new "name" to the game program.

If the operator simply wishes to obliterate an improper word, the 'factory highest score' name can be entered simply by pressing, and holding, the HIGH SCORE RESET button, until a sound is heard.